

specifying timing for transmitting a requirement for a player from the server device; and a player requirement means for outputting, at the timing specified by the player requirement transmission timing information, the requirement for a player to the server device and also for receiving information for the player from the server device, so that the client device can process the information for specifying the timing in selection of a player, but can not start the game immediately like in an offline game.

Please change a paragraph from line 12 to line 22 on page 3, as follows:

The participant search method in an online game or in an online chat system according to the present invention is characterized in that, when a online game or an online chat system is started in a network to which a plurality of subscribers are is connected with a network server as a core, the network server which receives the participant search information from one subscriber collates attribute information for network subscribers stored in the server to the participant search information, selects subscribers who match the attribute information and are now being connected to the network, distributes participant recruiting information to the subscribers, and returns the participation acceptance information for the subscribers who accepted the recruiting information.

Please change a paragraph from line 14 to line 16 on page 4, as follows:

The network terminal ~~should~~ preferably comprises an ID storage section for selecting candidates for ID exchange from network subscribers and storing the subscribers IDs therein.

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8-15-07  
Please change a paragraph from line ~~12~~<sup>10</sup> to line 22 on page 6, as follows:

At first, the match demander clicks on a connection button 31 on the default screen to connect the demander's terminal through a network to the network server S. Then to set conditions for the adversary, the demander selects a game selection radio button 32